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AUTHOR Shelly, Ann
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ABSTRACT

A game designed to introduce elementary and middle school students to the primary election process and its operational elements through simulation and role playing activities is presented in this document. A hypothetical town of Notae which has been controlled by one political party for years without resulting change is described. Issues in the upcoming election center on fighting pollution, building a new school, and supporting a new highway. Certain groups in the town feel that several major problems exist. Those who want a representative on the ballot include a non-political group, groups who have a point of view on particular issues, and dissident groups. Step by step procedures lead students into three rounds (taking approximately 50 minutes) where they: 1) assume the role of a citizen who decides to run and seek main support for the nomination; 2) obtain signatures on the petition to get their name on the ballot; and 3) actually campaign. After the game students discuss their plays (strategies, methods of operating, etc.). Materials consist of a content outline, various forms such as descriptions of job duties; petitions; instruction sheets; and others. A one page evaluation form and instruction sheet for developing simulation games are appended. (SJM)

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PRIMARY
A SIMULATION GAME

I. Purpose: to introduce students to the primary election and its operational elements.

II. Behavioral Objective: Students will play the simulation game Primary and discuss their play (strategies, methods of operating, etc.)

III. Prerequisites: Introduction to vocabulary used in game. Knowledge of party system and conventions.

IV. Preparation and play:

1. Distribute Data Book and read through it with students. Answer question.
2. Select one student to act as County Clerk and one to act as Chamber of Commerce. Give them their packets.
3. Distribute Instruction Books and Applications for Original Support.
4. Provide help where needed as game begins.
5. Assist County Clerk and Chamber of Commerce.

V. Debriefing: (Questions)

1. Why and how did you choose your original support base.
2. What effect did your choice have on your campaign?
3. Did you work with others holding your views? Why or why not? How did you organize your group? Was there a leader? How was he/she choosen?
4. Who won the seats as delegates? Why did they win? Why did others lose?
5. Who won the game? Why? How? Were they the delegates also? Why or why not?
6. How did you get signatures? Votes?
7. If you replayed the game, how would you act?
8. How did you feel during the game? After the game?

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DUTIES OF COUNTY CLERK

SERVES AS TIME KEEPER AND GENERAL REFEREE.

1. ROUND 1 (approximately 10 minutes)

    a. distributes petitions
    b. distributes information
       number of signatures needed: 200
       filing time: end of round 2

2. ROUND 2 (approximately 20 minutes)

    a. receives filed petitions and signature tokens
    b. validates signatures using dice and chart (candidate rolls dice)
    c. prepares ballot and notifies candidates

3. ROUND 3 (approximately 20 minutes)

    a. calls role of groups for voting
    b. totals votes for each candidate
    c. announces the top four vote getters as the delegates
    d. checks issues for victorious views (see Tally Sheet)
    3. checks for game winners

PETITION

_____ wishes to be placed on the ballot

for the position of DELEGATE TO PARID COUNTY NATIONAL CONVENTION.

Group or Point of View Number of Signatures

PETITION

_____ wishes to be placed on the pallot

for the position of DELEGATE TO PARID COUNTY NATIONAL CONVENTION.

Group or Point of View Number of Signatures

VALIDATION OF SIGNATURES

	Total on Two Dice										
Total of dice	2	3	4	5	6	7	8	9	10	11	12
% Valid (decimal)	.8	.85	.85	.9	.95	.95	.95	.9	.9	.85	.8

Have student roll dice and figure percentage of valid signatures from the chart above.

Ballot Sheet

Nominees	Number of Votes	Total
1.		
2.		
3.		
4.		
5.		
6.		
7.		
8.		
9.		
10.		
11.		
12.		
13.		
14.		
15.		
16.		
17.		
18.		
19.		
20.		
21.		
22.		
23.		
24.		
25.		
26.		
27.		
28.		

Top four in total votes are delegates.

(ask delegates to consult Data Book)

Delegates	Original Support	Super Highway		Riveria Project		Junior High		Party Reform	
		For	Against	For	Against	For	Against	For	Against
1.									
2.									
3.									
4.									
	Totals								

1. List delegates and their original support base. Indicate the view or views the group has (or the point of view).

2. Determine the victorious stands by simple, highest totals.

3. Ask students to use the Data Book to determine their total points: 20 points for being elected delegate and 10 points for each stand they took that won.

4. Total points for each student and announce <u>game</u> winners.

DUTIES OF CHAMBER OF COMMERCE

1. ROUND 1

   a. receives applications for original support from candidates
   b. checks application for correctness
   c. gives out support packets to first correct applicant

2. ROUND 2

   a. helps any candidates who ask for help

3. ROUND 3

   a. assists county clerk

Note: Non-political groups should be checked "board" or "members" on applications.

APPLICATION FOR ORIGINAL SUPPORT

Name _____

Organization or Point of View _____

If Non-political group: attention: Board _____
Members _____

Approved _____
Not approved _____

APPLICATION FOR ORIGINAL SUPPORT

Name _____

Organization or Point of View _____

If Non-political group: attention: Board _____
Members _____

Approved _____
Not approved _____

APPLICATION FOR ORIGINAL SUPPORT

Name _____

Organization or Point of View _____

If Non-political group: attention: Board _____
Members _____

Approved _____
Not approved _____

INFORMATION CHART
FOR SUPPORT PACKETS TO BE GIVEN TO CANDIDATES

	# Of original support signatures	# Of secondary support signatures (2 in each packet)	# of votes (2 in each packet)
POINT OF VIEW			
1. Super Highway 100			
For	100	100	100
Against	120	100	120
2. Riveria River Project			
For	130	130	130
Against	85	80	85
3. New Junior High School			
For	150	100	150
Against	85	75	75
4. National Party Reform			
For	70	50	70
Against	100	80	100
NON-POLITICAL GROUPS			
1. BPW	70	50	70
2. Parid Churches	50	30	50
3. Downtowners	50	30	50
4. Zebra, Inc.	70	50	70
5. Rifle and Gun Club	50	30	50
6. Medical Association	50	30	50
7. Literary Union	50	30	50
8. Hospital Club	70	50	70
9. Notae Ed. Assoc.	70	50	70
10. PTA	70	50	70
11. Workers Club	70	50	70
12. Farmers Federation	70	50	70
13. Tigre Assoc.	70	50	70
14. Birdwatchers, Inc.	70	50	70
15. Ecology United	50	30	50
16. Notae Circlean	70	50	70
17. Garden Club	70	50	70
18. Conservation Club	50	30	50
19. Golden Agers	70	50	70
20. Serendipitists	50	30	50
DISSIDENT GROUPS			
1. Economy Forces	50	30	50
2. National Party Reformers	50	30	50
3. Pro-100 Union	100	70	100
4. Supporters of Schools	100	70	100
5. Save Our World	50	30	50
6. Human Rights Assoc.	100	70	100
7. Anti-100 Farmers	100	70	100
8. Conservatives for Action	50	30	50

INSTRUCTION SHEET

Non-political Groups

You are the member of the group that has been organized for a long time. In this election, your group has decided to support your campaign for the position of delegate. Your group's views are stated in the Data Book. Not only do you want to be on the ballot, but also you want others on the ballot who agree with one or more of your views. You have two signature cards to distribute during the petitioning. During voting, you will have two blocks of votes to cast. Remember, final scores will be found in this way: 20 points for being elected delegate and 10 points for each view held by the majority of the ones choosen delegates.

INSTRUCTION SHEET

Point of View

You are the representative of the people who believe the way you do on your issue. Not only do you want to be on the ballot, but you want others on the ballot who agree with your point of view. You have two signature cards to distribute during the petitioning. During voting, you will have two blocks of votes to cast. Remember, final scores will be found in this way: 20 points for being elected delegate and 10 points for each point of view held by the majority of those choosen delegates.

INSTRUCTION SHEET

Dissident Group

A group of citizens who feel strongly about one or more issues have banded together to support you for delegate to the Parid County National Party Convention and to see their views victorious. Not only do you want to be on the ballot, but also you want to elect others who feel as you do. You will have two signature cards to distribute during the petitioning. You have two blocks of votes to cast during voting. Remember, final scores are found this way: 20 points for being elected delegate and 10 points each for views that are held by the majority of the elected delegates.

DATA BOOK: NOTAE

The town of Notae is the largest town in the county of Parid. It is located on the Riveria River and is quite low-lying. Notae was organized around 1850 and was originally a farming community. As the land became used up in the early 1900's, two factory systems were established in Notae: a woolen mill and a pickle canning operation. For many years, almost every worker in town worked for one of these companies. Several years ago, a truck factory was built in the nearby town of Ginla and now half of the workers work in Ginla. They drive back and forth on state highway 100 (an old two-lane road). The junior high school building is crowded and old, but many people feel that it is still alright. The Riveria River is polluted and scientists have said that it should be cleaned up and made safe.

The town of Notae has been controlled by one political party for the past twenty-five years and there is no sign of change. There are many people in Notae who want the party to change. They want the National Party to help fight pollution, to build better schools, and support the new highway. Others want the party to help lower the taxes and cut spending.

Notae is a town with many workers who are unemployed. The two factories in town do not employ many people anymore and the truck factory in Ginla has not been hiring more people. The land is too used up to farm. Taxes are already high in Notae and many people feel they cannot pay more. A new super highway (100) would help people get to Ginla and they might be able to find work in other factories in that town.

POINT OF VIEW

If you choose a point of view to run on, you can approach the other groups for their support if they agree with you. These are all issues that people feel are very important. To help you decide, there is a public opinion poll given to show you how people feel. You may be for or against any one issue.

Proposals

1. The town of Notae will issue $2,000,000 in bonds to assist in building super highway 100 from Notae to Ginla.

2. The town of Notae will issue $500,000 in bonds to build a new junior high school.

3. The town of Notae will pay $650,000 to help clean up the Riveria River.

4. The National Party will support anti-pollution issues, better schools, etc., no matter how much it might cost. These are too important to wait. This means that the National Party must reform.

Public Opinion Poll

		March	June
1.	Super Highway 100		
	For	40%	40%
	Against	40%	45%
	Undecided	20%	15%
2.	New Junior High School		
	For	40%	48%
	Against	30%	31%
	Undecided	30%	21%
3.	Riveria River Clean-up Project		
	For	55%	55%
	Against	30%	35%
	Undecided	15%	10%
4.	National Party Reform		
	For	20%	25%
	Against	40%	30%
	Undecided	40%	45%

DISSIDENT GROUPS

These groups are people who feel very strongly about one or more of the issues and have organized to support or not support the things they like or dislike. If you want to run with the support of one of these groups, you will have the support of people who feel their issue is very important.

Name	Purposes	Description
1. Conservatives for Action	Reduce government spending Oppose party reform	This is a small group with some influence.
2. Human Rights Association	Wants party reform Favors education Favors ecology	This is a small group with more influence.
3. National Reformers	Favors party reform	This is a small group with some influence.
4. Anti-100 Farmers	Against highway 100 Against reform	This is a large group with quite a bit of influence.
5. Pro-100 Union	For highway 100 For new school	This is a large group with a lot of influence.
6. Economy Forces	Opposes spending	This is a small group with some influence.
7. Supporters of Schools	Favor new school Favor Riveria Project	This is a large group with a lot of influence.
8. Save Our World	Favors Riveria Project Opposes highway 100	This is a small group with quite a bit of influence.

NON-POLITICAL GROUPS

These are groups that are not organized just for the election. They have other reasons for being there. They have taken stands on issues in this election and will support candidates who agree with them. If you want their support, you must apply to either the members of the group or the Board of Directors. U=Undecided F=For A=Against

Name	Apply to:	Size	Issues			
			Highway	School	Riveria	Reform
1. PTA	Board	Large	U	F	F	U
2. Workers Club	Members	Large	U	A	A	F
3. BPW	Members	Large	F	F	U	U
4. Zebra, Inc.	Board	Large	F	U	U	F
5. Serendipitists	Board	Small	A	A	A	A
6. Farmer's Federation	Members	Large	A	U	F	A
7. Garden Club	Board	Large	U	U	F	U
8. Gun & Rifle Club	Members	Small	A	U	A	U
9. Hospital Club	Members	Large	F	U	F	U
10. Literary Union	Board	Small	U	F	F	U
11. Golden Agers	Board	Large	A	A	U	U
12. Downtowners	Members	Small	A	F	U	U
13. Birdwatchers	Members	Large	U	U	F	U
14. Ecology United	Members	Small	A	U	F	F
15. Medical Association	Members	Small	F	F	F	U
16. Notae Education Assoc.	Board	Large	F	F	F	U
17. Conservation Club	Board	Small	A	A	F	F
18. Parid Churches	Members	Small	U	U	F	U
19. Notae Cirlean	Board	Large	F	F	U	U
20. Tigre Assoc.	Members	Large	F	U	U	U

INSTRUCTION BOOK

You are a citizen of the town of Notae. One of the political parties is the National Party. This is an election year. In the Primary Election, delegates will be choosen for the Parid County National Party Convention. Notae has been assigned four (4) delegates. You want to be one of them. In order to be on the ballot, you must get signatures on a nomination petition. Once you are on the ballot, you will have to campaign for votes.

ROUND 1

The first round is where you decide to run and look for your main support for the nomination. Follow the steps below:

1. Read the Data Book: Notae carefully. This will give you information about the town and the issues in the election. The groups in town that could support candidates are also listed.

2. You must select a non-political group, a dissident group, or a point of view on an issue to give you a support base from which to try for the nomination.

3. When you have choosen a support base, fill out an Application for Original Support. Give it to the Chamber of Commerce. If it is not accepted, re-apply until it is.

4. Get a petition and election information from the County Clerk.

5. Fill in petition.

6. Put information (name and number of signatures) on the petition from the Original Support Card.

STOP!
DO NOT TURN PAGE UNTIL YOU ARE TOLD TO!!

ROUND 2

You will act as the representative of the non-political group, dissident group, or point of view that you selected for your Original Support Group. When others come to you with applications for secondary support, you must decide whether or not you want to support them. The main question is whether or not you agree with their stands and they agree with yours. You cannot support those with views different than yours.

In this round, you are trying to get enough signatures on your petition to get your name on the ballot. Follow the steps below:

1. Look at the Data Book again.

2. Find the groups and issues that are similar to yours. (Make a list)

3. Go to the representatives of the groups and bargain for signature tokens from them.

4. Record name of group or issue and number of signatures on your petition.

5. You may do this for as many groups as you wish.

6. When you have enough support or when time is called, file your petition with the County Election Official.

7. Follow his directions.

STOP!
DO NOT TURN THE PAGE UNTIL YOU ARE TOLD TO!!

ROUND 3

This is the campaign round. Check to see if your name is one of the names on the ballot. If it is, you will have to campaign for votes. If it is not, you will continue to act as the representative of the original support group. Votes are represented by the vote tokens for each group or issue. Scoring for the game is: 20 points for being choosen delegate and 10 points for each view supported. For the campaign, follow the steps below:

1. Check to see if you are on the ballot.

2. If you are, begin campaign. Talk with representatives of groups and issues and try to convince them to vote for you.

3. If you are not, try to get those whose views are similar to yours. Remember when campaigning: 20 points for being choosen delegate and 10 points each when your view or views are victorious.

4. When time is called, return to your seat and get out vote tokens.

5. County Clerk will call each representative of a group or view to desk and he will indicate whom he wishes to vote for.

6. The four (4) people who have the highest number of votes are the elected delegates to the Parid County National Convention.

7. The county clerk will list winning issues and determine winners for game.

STOP!
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PRIMARY: A Political Simulation

Evaluation Form: Simulation Games

Name:_____ Date:_____

School:_____

Address:_____

_____

Grade level in which game was used:_____

Class or Subject:_____

1. Did the game meet the objective for which it was used?

2. Was the sufficient information to play the game?

3. What was the student reaction to the game?

4. Did you experience difficulty with round 1? What?

5. Did you experience difficulty with round 2? What?

6. Did you experience difficulty with round 3? What?

7. What suggestions do you have for improving the game?

8. Did you make any adaptions or revisions in the game? What were they? How did they work?

Thank you for filling this out. Please return to:

Ann Shelly
518 Erickson Hall
College of Education
Michigan State University
East Lansing, Michigan 48823

HOW TO DEVELOP A SIMULATION-GAME

Keep in mind that you do not have to complete each step before proceeding to the next. As the game takes shape, you will move back and forth as you think of new elements or new ways to present items or deletions.

I. Objective: What do you want to teach? It should be a process. It is easier to develop a game around a decision-making process than something static and unchanging. As you write the objective, think of things you want to be able to do after you have played the game. Social studies offers many examples of processes, ranging from historical events to human relations to government, etc.

II. Simplified Model: Think of a specific situation in which the process you have chosen is used. Describe that situation as completely as possible. Tell what happens, the order of events, who is involved. From this, write a brief descriptive statement (scenario) to introduce the game.

III. Players: Who is involved in the situation you have described above? Be sure you have a complete list. Describe what each player does, what decisions he/she must make, what can happen as a result of those decisions, and what his/her relationship is to the other players. Be as complete as possible. When you have done this, look back and locate the resources each player or group of players uses. These could be money, good will, votes, etc. Make a list of these resources.

IV. Game Goal: State as simply as possible what the goal of each player or group of players is for the game. What do they want to do?

V. Rules: Examine the description of the situation again. Where are there natural breaks in the action (what seem to be the natural rounds)? Within each round, what do the players do? What does the game director do? How long do you think it might take for the players to do their tasks? Are there any things you want to impose during the action of the game (new laws, natural disasters, elections, etc.)? For each round, you will need a list of the things the players must do, a list of things they cannot do, and information for the game director concerning the above and any things they must impose on the players.

VI. Materials: Things needed to play the game (the kit).
   a. copies of the scenario and descriptions of each player or group of players.
   b. information concerning rules, rounds, etc. for game director.
   c. list all materials that they will need to perform their duties and to use as resources.